

In Stores
Fall 2003

BATMAN

**BATMAN'S BACK
AND BETTER
THAN EVER!**
ALL-NEW FIGURES AND
VEHICLES FROM MATTEL.



BATMAN™



BATTLE ARMOR
BATMAN™



NIGHT PATROL
BATMAN™



HYDRO-SUIT™
BATMAN™



STEALTH ARMOR™
BATMAN™



MARTIAL ARTS
BATMAN™



TECH ARMOR™
BATMAN™



BATTLE BOARD™
ROBIN™

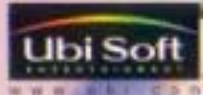


QUICK FIRE™
JOKER™



BATMOBILE™

511496-MNL



Ubi Soft Entertainment, Inc.
625 Third Street, Third Floor
San Francisco, CA 94107



Ubi Soft Entertainment, Inc., 625 Third St., Third Floor, San Francisco, CA 94107

© 2003 Ubi Soft Entertainment. All Rights Reserved. Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment in the U.S. and/or other countries. Ubi Soft Video. Copyright © 1997-2003 by Mattel Games, Inc. BATMAN is a trademark owned by Mattel, Inc. Printed in the U.S.A.



DC, Batman, and all related characters and elements are trademarks of and © DC Comics. WB, LOGO, WB SHIELD, and © Warner Bros. Entertainment Inc. (2003)

XBOX

BATMAN

RISE OF SIN TZU™



www.ubi.com

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

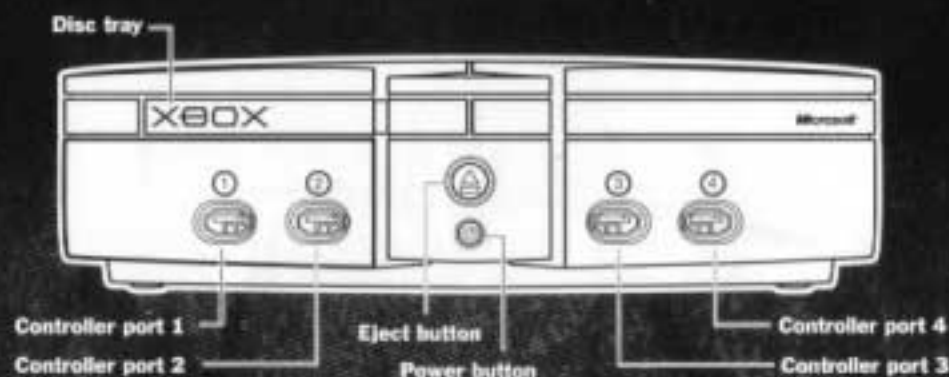
Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Using the Xbox™ Video Game System	2
The Rise of <i>Sin Tzu</i>	3
• Overview	3
• Mission Objectives	3
The Heroes	4
The Bosses	6
Controls	8
• Basic Controls	8
• Advanced Controls (<i>Batman and Nightwing</i>)	9
• Advanced Controls (<i>Robin and Batgirl</i>)	10
• Buddy Moves	10
Main Menu	11
• Story Mode	11
• Challenge Mode	12
• Trophy Room	12
• Bonus Features	12
• Settings	12
In-Game Screens	13
• Statistics Screen	13
• Upgrades Screen	13
• HUD	13
• Pause Screen	15
Game Over	16
Gadgets	16
Collectibles	17
Hints	17
Warranty	24
Technical Support	25



Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual. Press the power button and the status indicator light will light up. Press the eject button and the disc tray will open. Place the *Batman™: Rise of Sin Tzu* disc on the disc tray with the label facing up and close the disc tray. Follow the on-screen instructions and refer to this manual for more information about playing *Batman: Rise of Sin Tzu*.

Note: The game supports three languages: English, French, and Spanish. If the default language of your console is anything else but these three languages, the game will be played in English.

OVERVIEW



It's a bad night in *Gotham City*. There's been a full-scale breakout at *Stonegate Prison*, and *Arkham Asylum* has been seized by *Gotham's* newest super villain, *Sin Tzu*. In search of a worthy adversary, *Sin Tzu* has targeted *Batman* as his enemy and *Gotham* as his battleground. Using his *Mehta-Sua* energy, the ancient power to control mind and body, *Sin Tzu* has rallied *Bane*, *Scarecrow*, and *Clayface* to help him bring *Batman* to his knees. *Batman* must clean up the streets of *Gotham City* – now rampant with criminals – and make his way into the bowels of *Arkham* for his final confrontation with *Sin Tzu*.

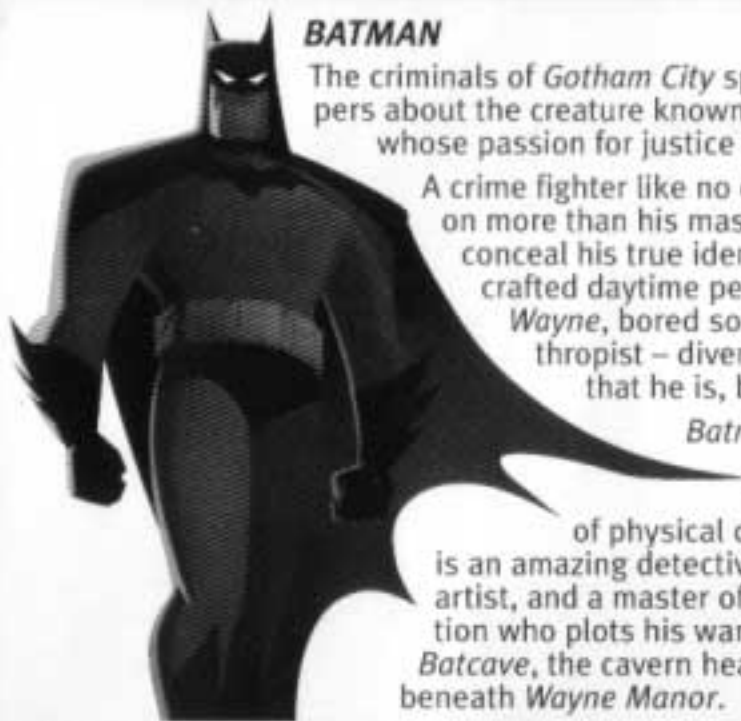
MISSION OBJECTIVES

Batman, aided by his long-time partner *Robin* as well as *Nightwing* and *Batgirl*, must battle his way to the end of each level to reach the Level Complete checkpoint. Each level has a specific sub-objective that needs to be completed: rescuing civilians, defusing bombs, protecting the doors, or taking on mini beat-'em-ups.

You will play as one of the four heroes and start your journey in *Crime Alley*, where it all began for *Batman* following his parents' murder. Use your hero's extraordinary martial-arts abilities to fight your way through your objectives, and earn points to purchase new moves or unlock areas of the Trophy Room.

THE HEROES

Choose to play with four different controllable characters: *Batman*, *Robin*, *Batgirl*, and *Nightwing*.



BATMAN

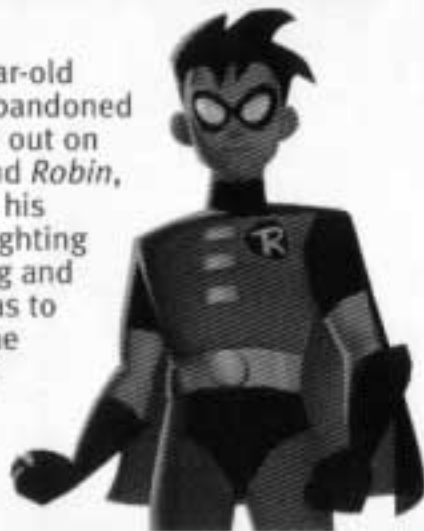
The criminals of *Gotham City* speak in fearful whispers about the creature known only as *Batman*, whose passion for justice cannot be quenched.

A crime fighter like no other, *Batman* relies on more than his mask and costume to conceal his true identity. His carefully crafted daytime persona – *Bruce Wayne*, bored socialite and philanthropist – diverts any suspicion that he is, by night, *Batman*.

Batman is an incomparable athlete, skilled in virtually all forms of physical combat. Moreover, he is an amazing detective, a brilliant escape artist, and a master of disguise and deception who plots his war on crime within the *Batcave*, the cavern headquarters that lie beneath *Wayne Manor*.

ROBIN

Robin is now *Tim Drake*, a thirteen-year-old street kid adopted by *Bruce Wayne*. Abandoned by his callous parents, Tim was forced out on his own. A great admirer of *Batman* and *Robin*, Tim tried to act as brave and tough as his heroes. Admiring Tim's courage and fighting skills, *Batman* took him under his wing and a new *Robin* was born. Tim feels he has to earn his place at *Batman*'s side, and he wants to prove he's as good a hero as the old *Robin*, and then some. *Robin* strikes very quickly, but he inflicts less damage than *Batman* or *Nightwing*.



THE HEROES



NIGHTWING

After college, *Dick Grayson* left *Gotham City* to travel the world on his own. He eventually realized he had outgrown the role of *Batman*'s trusted kid sidekick *Robin*, and set about developing a new heroic identity all his own. Now, as *Nightwing*, Dick still teams up with his one-time mentor, but *Batman* often finds his old partner has new, and in some cases radically different, crime-fighting ideas of his own. *Nightwing* is much stronger than *Robin* or *Batgirl*, but his attack speed is a little slower.

BATGIRL

Barbara Gordon is the daughter of police commissioner *James Gordon*. By day, she works for the police department; by night, she battles the underworld as *Batgirl*. When *Dick Grayson* left *Gotham*, *Batman* found himself calling on *Batgirl* to work with him on special cases. Her double life as *Batgirl* sometimes puts Barbara at an emotional crossroads. Barbara believes the good she does as *Batgirl* is worth the potential risk to herself and her father. *Batgirl*'s attack is very fast, but she inflicts less damage than *Batman* or *Nightwing*.



THE BOSSES

The heroes will face tough opposition in:



SCARECROW

Ex-college professor *Jonathan Crane* was always interested in the use of fear to trigger obedience in test subjects. Embittered at being derided for his theories and fired from his job, Crane now dresses in the macabre rags of *Scarecrow* and uses his fear-inducing chemicals to force innocent people to bow to his will.

The *Scarecrow* has a new, horrifying look to complement his growing arsenal of chemical weapons. His control over human fear has increased, giving him not only the power to induce it, but also to take it away. Beware of *Scarecrow's* Fear Effect.

CLAYFACE

Regenerated from his watery grave by mysterious chemicals, *Clayface* (a.k.a. *Matt Hagen*) is bulkier, stronger, and meaner than ever. And he's got a new trick up his "sleeve": now he can split his mass into separate entities and send multiple "clay people" off in different directions to do his felonious bidding.



THE BOSSES

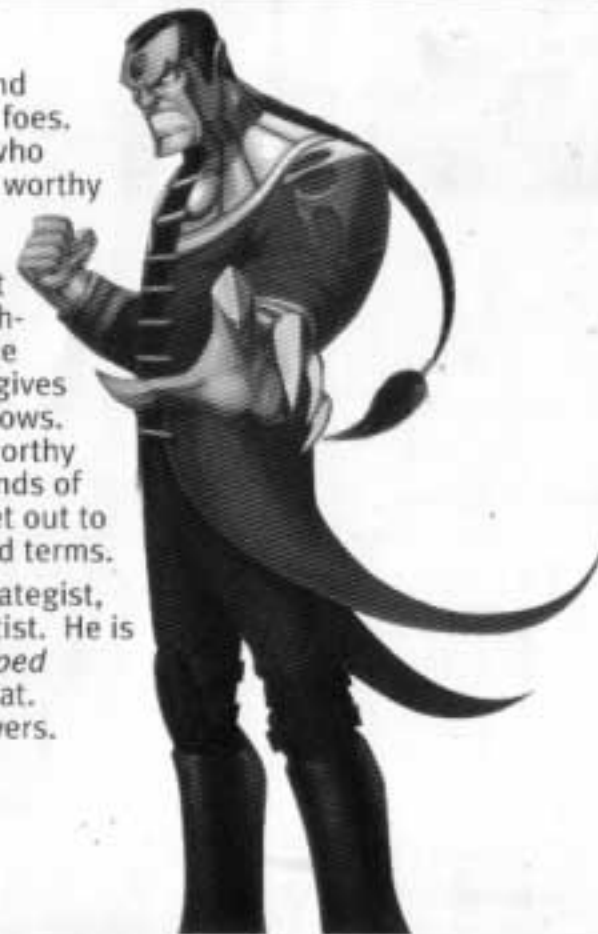
BANE

Bane is a cunning mercenary from South America. A trained killer and a brilliant military strategist, *Bane* was turned into an unstoppable super-soldier during an experimental operation that implanted tubes into his brain. Through these tubes, he can inject a steroid-like chemical called *Venom* directly into his system and increase his strength and body mass at will.

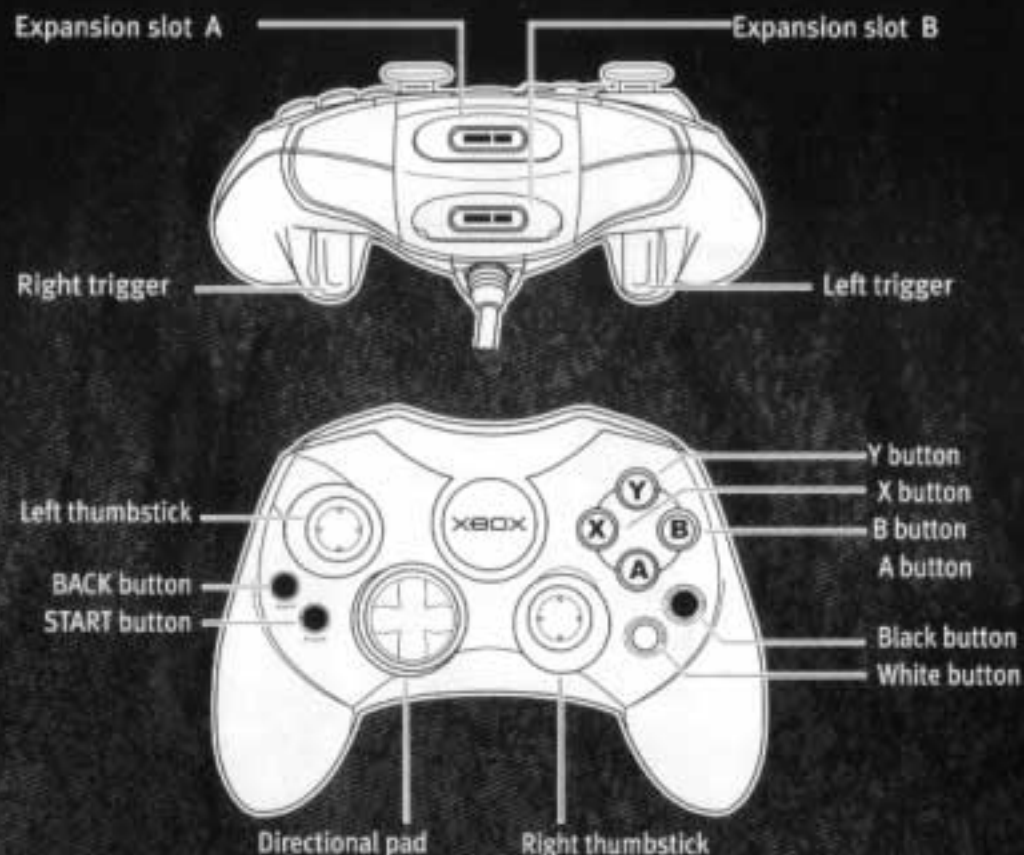


SIN TZU

Sin Tzu is the most brilliant and methodical of all of *Batman's* foes. He is an arrogant conqueror who prides himself on conquering worthy opponents who have never been beaten before. *Sin Tzu* is a strategist and warrior, not a despot. When he accomplishes his objectives in warfare, he vanishes from the scene and gives no heed to the chaos that follows. Always on the lookout for a worthy adversary, *Sin Tzu* heard legends of the *Batman* of *Gotham* and set out to defeat him on his own turf and terms. As well as being a grand strategist, *Sin Tzu* is a master martial artist. He is more than a match for the *Caped Crusader* in one-on-one combat. Beware of his *Mehta-Sua* powers.



CONTROLS



BASIC CONTROLS

- THUMBSTICK:** Walk, Run, Select targets
- THUMBSTICK:** Select gadgets (*Bat Pellet*, *Bat Grapple*, *Batarang*)
- DPAD:** Navigate menus, Toggle camera (Up: Zoom in; Down: Zoom out)
- START button:** Display Pause menu
- B button:** Grab
- A button:** Kick
- X button:** Punch
- Y button:** Jump
- TRIGGER:** Block
- TRIGGER:** Dash
- BACK button:** Use gadget
- TAUNT button:** Taunt

NOTES:

- *Batman* and *Nightwing* share some advanced controls, as do *Robin* and *Batgirl*.
- Each character has three Signature Moves.

CONTROLS

ADVANCED CONTROLS (BATMAN AND NIGHTWING)

Punch Combos

- X** = Straight Punch
- X + X** = Strong Punch
- X + X + X** = Hammer Punch (*Batman*)
- X + X + X** = Gut Punch (*Nightwing*)
- X + X (Delay) X** = Rising Uppercut
- X + X (Delay) X (Delay) X** = Overhead Slam

Kick Combos

- A** = Front Kick
- A + A** = Side Kick
- A + A + A** = Push Kick (*Batman*)
- A + A + A** = Roundhouse (*Nightwing*)
- A + A (Delay) A** = Rising Knee
- A + A (Delay) A (Delay) A** = Thunder Kick

Punch Extensions

- A + X** = Lunge Punch
- A + A + X** = Back Fist
- A + A (Delay) A (Delay) X** = Whipping Strike

Kick Extensions

- X + A** = Front Sweep
- X + X + A** = Hook Kick
- X + X (Delay) X (Delay) A** = Boomerang Kick

Grab and Hold Maneuvers

- B** = Grab
- B + B** = Shoulder Throw (*Batman*)
- B + B** = Neck Throw (*Nightwing*)
- B + X** = Punch Takedown
- B + A** = Kick Takedown

Power Combos

- X (Hold)** = Cyclone Fist
- X + X (Delay) X (Hold)** = Spinning Fury
- A (Hold)** = Hurricane Kick
- A + A (Delay) A (Hold)** = Flash Kick
- X + X (Delay) A (Hold)** = Chainsaw Kick
- A + A (Delay) X (Hold)** = Smashing Elbow
- B + B (Hold)** = Power Throw

Jump Combos

- Y + X** = Hook Punch
- Y + A** = Dive Kick

ADVANCED CONTROLS (ROBIN AND BATGIRL)

Punch Combos

- ⬆ = Straight Jab
- ⬆ + ⬆ = Strong Jab
- ⬆ + ⬆ + ⬆ = Ground Roll (*Robin*)
- ⬆ + ⬆ + ⬆ = Spin Punch (*Batgirl*)
- ⬆ + ⬆ (Delay) ⬆ = Rising Fist
- ⬆ + ⬆ (Delay) ⬆ (Delay) ⬆ = Overhead Hammer

Kick Combos

- ⬇ = Snap Kick
- ⬇ + ⬇ = Back Kick
- ⬇ + ⬇ + ⬇ = Heel Kick (*Robin*)
- ⬇ + ⬇ + ⬇ = Handstand Slam (*Batgirl*)
- ⬇ + ⬇ (Delay) ⬇ = Split Kick
- ⬇ + ⬇ (Delay) ⬇ (Delay) ⬇ = Flip Kick

Punch Extensions

- ⬆ + ⬆ = Arm Sweep
- ⬆ + ⬆ + ⬆ = Fierce Punch
- ⬆ + ⬆ (Delay) ⬆ (Delay) ⬆ = Rapid Punch

Kick Extensions

- ⬇ + ⬇ = Rear Sweep
- ⬇ + ⬇ + ⬇ = Somersault Kick
- ⬇ + ⬇ (Delay) ⬇ (Delay) ⬇ = Scissors Kick

Grab and Hold Maneuvers

- ⬆ = Grab
- ⬆ + ⬆ = Circle Throw (*Robin*)
- ⬆ + ⬆ = Twist Throw (*Batgirl*)
- ⬆ + ⬆ = Punch Takedown
- ⬆ + ⬆ = Kick Takedown

Power Combos

- ⬆ (Hold) = Dragon Punch
- ⬆ + ⬆ (Delay) ⬆ (Hold) = Crushing Dragon
- ⬇ (Hold) = Slide Surprise
- ⬇ + ⬇ (Delay) ⬇ (Hold) = Lightning Kick
- ⬆ + ⬆ (Delay) ⬇ (Hold) = Tornado Kick
- ⬇ + ⬇ (Delay) ⬆ (Hold) = Elbow Fury
- ⬆ + ⬆ (Hold) = Power Throw

Jump Combos

- ⬆ + ⬆ = Jump Jab
- ⬆ + ⬆ = Dive Kick

BUDDY MOVES

Players can perform devastating attacks in tandem known as Buddy Moves. While one player is grabbing a Thug, the other must place himself behind the Thug, facing the Buddy, and hit the Grab button. Each hero has a unique spectacular finishing move. Note that you can only perform a Buddy Move by first unlocking it in the Upgrades menu.



Press the **START** button to enter the game and access the Main Menu.

STORY MODE



Story mode can be played in single or two-player mode.

- Continue a Story mode game in progress.
- Start a new Story mode game from the beginning:
 1. Choose a new mission file.
 2. Select the desired level of difficulty.
 3. Choose one or two player(s).
 4. Select your hero(es).
 5. Start playing.

Note: After beating the game once at any level of difficulty, you unlock one additional costume per hero. Browse and select those new costumes right before you select your character. When prompted, use the **START** button to toggle the costume.

MAIN MENU

CHALLENGE MODE

This game mode allows you to face new challenges. One new arena will be unlocked each time you defeat a boss. Two players can also access a "versus" game mode that contains two games: Last Man Standing and Pick Up Monger. To play the Challenge mode:

1. Choose one player or two players.
2. Select your hero(es).
3. Choose your Challenge mode:
 - **COOPERATIVE:** Beat the Thugs, Beat the Clock.
 - **VERSUS:** Last Man Standing, Pick Up Monger.
4. Choose your game type.
5. Select your map.
6. Start playing.

TROPHY ROOM

The Trophy Room allows you to use your tokens (see **UPGRADES SCREEN** section) for rewards of your choice. Unlocking all the trophies is the ultimate challenge for a true *Batman* fan.

- **3D MODELS:** See 3D models of heroes, vehicles, gadgets, and villains.
- **TOYS:** Browse through a wide selection of *Batman*-related toys.
- **CONCEPT ART:** View various concept art images.
- **GRAPHIC NOVELS:** View a wide selection of *Batman* books.

BONUS FEATURES

- **CINEMATICS:** View the cinematics.
- **CREDITS:** View the game credits.
- **SIN TZU ORIGINS:** Hear the story of *Sin Tzu*.
- **TRAILER:** Watch the *Batman: Mystery of the Batwoman* trailer.
- **THE MAKING OF SIN TZU:** View the *Origin of Sin Tzu* video.
- **BOOK:** Read an excerpt from the *Batman: Rise of Sin Tzu* novel.

SETTINGS

- **AUDIO SETTINGS:** Adjust music and SFX volume.
- **CONTROLLER:** Turn vibration on/off.

IN-GAME SCREENS

STATISTICS SCREEN

The way you play each level affects the number of points you are given for upgrades. You will receive points for each of the following criteria:

- Clear Time
- Combat Efficiency
- Gadget Efficiency
- Damage Rating
- Style Bonus
- Attack Rating

STATISTICS		POINTS
CLEAR TIME	15:28	5300
COMBAT EFFICIENCY		6200
GADGET EFFICIENCY		12500
DAMAGE RATING		8750
STYLE BONUS		7500
ATTACK RATING		10000
TOTAL		50250
REPLAY		CONTINUE

UPGRADES SCREEN

Use your points to purchase new moves and gadgets or buy Trophy tokens to unlock areas of the Trophy Room. Every move is demonstrated by your hero on the right-hand side.

UPGRADES

950250

1 2 3 4 5

SHOULDER THUNDER

PUSH KICK 12500

SPIN PUNCH 8750

BATARANG REDEEM

MUSEUM TOKEN 10000

TAKE THEM DOWN HERE POWERFUL
THAN THE BUT PUNCH, THIS ATTACK
DEALS MINIMAL DAMAGE AND EARN
YOU MINIMAL COMBO POINTS.

DONE

UNLOCK

HUD

1. **HEALTH METER:** Shows how much Health you have left. If your Health meter is empty, you will be defeated.
2. **COMBO METER:** The Combo meter represents the amount of Power that *Batman* has accumulated by performing combat maneuvers. Generally,



IN-GAME SCREENS

the more rare or difficult a maneuver, the more points it will be worth. Once you fill your Combo meter, you will have a limited time to perform Power Combos.

3. **HIT STREAK:** Shows the number of consecutive hits.

4. **ARROWS:** Arrows appear on the ground to indicate where you need to go next.

5. **GADGET SELECTION:**

- **BAT GRAPPLE:** You can use the *Bat Grapple* as both an offensive tool and a navigational one. With the *Bat Grapple*, you will be able to collide into unsuspecting thugs to deliver an explosive swing kick.

- **BATARANG:** You have the ability to choose targets with the *Batarang* in order to strike enemies to disarm or stun them. Hitting the Use Gadget button will launch the *Batarang* in the direction you are facing. Holding the Use Gadget button will charge the *Batarang* by bringing it back as though preparing to unleash a mighty throw. During the game, you will be able to purchase *Batarang* upgrades, increasing the effectiveness of this gadget.

- **SMOKE PELLETS:** When you are in a tight spot and surrounded by thugs, a well-timed Smoke Pellet will usually give you the time you need to even out the odds. Like the *Batarang*, the Smoke Pellet may be upgraded during the game.

6. **ENEMY HEALTH METER:** Shows how much Health the enemy has.



7. **TAUNTS:** When captains taunt their troops, the icon is red. Thugs become more aggressive. When heroes taunt thugs, the icon is white. Taunting thugs and following up with an attack gives Taunt bonus points, an effective way of boosting your Combo meter.

8. **COMBO RATINGS:** Fair, Good, Great, Perfect, and Awesome are ratings you may get for executing a certain number of consecutive combos. The higher the rating, the more purchase points you'll get for upgrades.

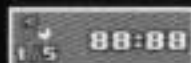
9. **TIMER:** A time limit is given to every mission sub-objective.

10. **MISSION SUB-OBJECTIVES:**

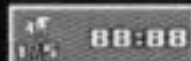
- **RESCUE THE CIVILIANS:** In order to progress in a level, you will need to rescue a number of civilians in a given amount of time.



- **DEFUSE THE BOMBS:** You will be given a certain amount of time to defuse the bombs spread through-out the level.



- **BEAT 'EM UP:** This objective consists of defeating



IN-GAME SCREENS

a certain number of thugs in a given amount of time.

- **PROTECT THE DOOR:** Protect the doors in the Batcave leading to *Wayne Mansion*. The more damage the thugs inflict to the doors, the lower their resistance percentage drops. There are four damage stages to the doors:



- Green 100% (no damage to door)
- Yellow 75%
- Orange 50%
- Red 25% (door almost destroyed)



Other In-Game Icons

Look for this icon on the ground. It indicates that you've completed your mission objectives. Simply walk into it.



Look for this icon on the ground. It surrounds areas where civilians or bombs are located. Simply walk into it to rescue a civilian or disarm a bomb.

PAUSE

RESUME
SETTINGS
MOVES LIST
TIPS
RETRY LEVEL
QUIT TO MENU
SELECT

PAUSE SCREEN

RESUME: Choose this option to resume play.

SETTINGS: Choose this option if you want to change your settings:

- **AUDIO SETTINGS:** Adjust music and SFX volume.
- **CONTROLLER:** Turn vibration on/off.

MOVES LIST: Choose this option to view the moves you have unlocked for your character.

Follow the guidelines to learn how to execute the combos.

TIPS: Choose this option to view useful tips.

RETRY LEVEL: Choose this option if you want to restart the level.

QUIT TO MENU: Choose this option if you want to quit the game and go to the Main Menu.

GAME OVER

GAME OVER

RETRY LEVEL
QUIT TO MENU

SELECT 

There are two ways to get the Game Over screen. Your hero's Health meter runs out and you have no continues left; or, if you fail the level objective/sub-objective.

RETRY LEVEL: Choose this option to replay the level.

QUIT TO MENU: Choose this option if you want to quit the game and go to the Main Menu.

GADGETS



SMOKE PELLET: When *Batman* sets off these small capsules, all enemies within close proximity will be incapacitated for a short period of time. Very handy when surrounded and you need to even out the odds...



FLASH PELLET: An upgrade from the standard Smoke Pellet. The Flash Pellet will incapacitate all enemies on-screen for a short period of time.



BAT GRAPPLE: Used more as an offensive maneuver, one well-placed *Grapple* kick can take down several thugs with one swing.



BATARANG: Start the game with this gadget. Used to disarm or otherwise stun enemies.

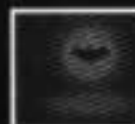


ELECTRIC BATARANG: An upgrade from the standard *Batarang*. Has the same abilities as the standard *Batarang* with the addition of an electrical shock for more stopping power. Stuns enemies for a longer period of time and also inflicts more damage.

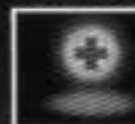


BATARANG RICOCHET: An upgrade from both the standard *Batarang* and the Electric *Batarang*. The *Ricochet* can hit up to four enemies with one shot.

COLLECTIBLES



CONTINUES: These allow the heroes to pursue their mission if their Health meter runs out, without having to restart the level.



BIG HEALTH METER: Restores 100% of the Health meter.



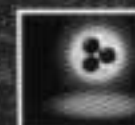
SMALL HEALTH METER: Restores 25% of the Health meter.



BIG COMBO METER: Restores 33% of the Combo meter.



SMALL COMBO METER: Restores 15% of the Combo meter.



SMOKE PELLETS: Adds pellets to the heroes' inventory.

HINTS

- Your hero is ready to unleash Power Moves when your Combo meter flashes.
- Use your Power Moves to get out of tough situations when you are swarmed.
- Various objects in the environment can be picked up by pressing the Grab button.
- Once picked up, objects can be thrown by pressing the Grab button.
- Targeting explosive barrels with your *Batarang* when enemies are close by is an effective strategy.
- Block, Dash, and Pellets are effective in melees.
- Press the Grab button to break a thug's hold on your hero.
- Taunting enemies will help you boost your Combo meter. You will also earn Style bonus points.
- When a commander taunts his troops, they become more aggressive and come at you harder.
- Striking enemies without taking damage will increase the multiplication factor of the Combo meter and increase your Attack rating. Note that taking damage, or remaining inactive for a given time, will reset the multiplication factor and the Attack rating to their default values.
- New moves purchased usually have a higher Combo point value than base moves, making it easier to raise the meter more quickly.
- Change your camera settings to get a different feel in the game.
- Use the *Batarang* to disarm thugs.

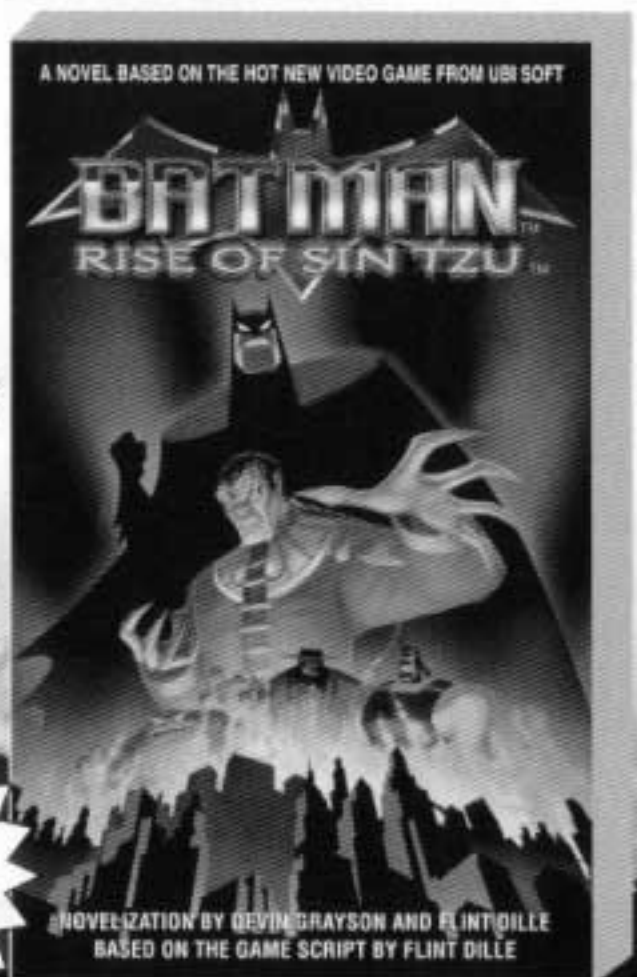
NEW FROM ASPECT

YOU'VE BOUGHT THE GAME, NOW BUY THE BOOK!

**"No one
brings to
life the
world of
Batman like
Grayson
and Dille."**

—Jim Lee, artist and
founder of WildStorm

**SEE NEXT
PAGE FOR AN
EXCERPT**



AVAILABLE IN PAPERBACK

ASPECT



WHERE IMAGINATION KNOWS NO BOUNDS

An AOL Time Warner Book Group Company

Visit our Web site at www.twbookmark.com

BATMAN AND ALL RELATED CHARACTERS AND ELEMENTS ARE TRADEMARKS OF AND © DC COMICS.

FREDDY GALEN, STONEGATE INMATE:

"You Sin Tzu?" I say, still laughing with relief. "It's a real pleasure to meet ya, sir. I'm Freddy Galen, one of the guys you busted outta Stonegate tonight—you know, from Sean McNally's team."

I smile wider but he just keeps staring at me with those depthless white eyes, so I continue. No way he doesn't remember Sean, everybody always loves Sean.

"Me 'n' the boys, we'd all just like to say thanks. 'Specially my bunkie, Jimmy—he was doin' Buck Rogers time! That's what we call it when your parole date's so far into the next century you can't even imagine it, you know?"

I turn to grin at Spooky Number One, but he ain't smilin' neither. "Yeah, so uh, so he was real happy to get outta there, I tell you what."

The laugh finally dies on my lips, though I try to keep up a smile. Somethin' ain't right. Sin is lookin' right through me, and he ain't smilin' back.

Spooky Number One has straightened up and Sin speaks his next words right to him.

"However," he says, pickin' up from what he said last like I didn't say nothin' in between, "I doubt this cringing, idiotic menial is working under a general as great as the Batman. I would expect our enemy's soldiers to be far more loyal and astute."

Spooky Number One nods. How'd we get back to the Batman stuff? I thought we had that all cleared up...

"Yeah, I—I told ya," I stammer, "I don't work for the Batman, that's—that's funny, really, you know." I try a little laugh again but it dries up in my throat. "That'd be like you workin' for, I dunno, like who's your worst nightmare? Like the cops or somethin', right?"

"What would you like me to do with him, sir?" asks Spooky Number One. Behind me, Tweedlespookier grabs my arm again like he's about ta take me somewhere.

Sin Tzu waves a hand real dismissive-like, already turning away.

FREDDY GALEN, STONEGATE INMATE:

his attention on the chauffeur's communicawhatevah. "Kill him," he says, absolutely calm, like he says it all the time.

Whoa now, hold up! How did this all get so frickin' outta hand!? "W - wait a minute," I say to Sin, "you're jokin', right?"

Tweedlespooky starts pullin' me outta the room as Spooky Number One turns to me with a slight smile and a glint in his eyes.

"Sin, man! Buddy! Listen! I ain't no problem to ya, I'm into this, honest!"

Tweedlespookier starts dragging me to the door as I struggle and shout after Sin Tzu, who's got his back to me now, wicked indifferent.

"Whatever you're tryin' ta do here - take over Gotham, right? - yeah, I know this city pretty good. Maybe I could help, you know...maps or somethin' or...Sin? Sin! Mr. Tzu?"

Tweedlespookier tosses me the resta the way outta the door while Spooky Number One pulls out some kinda sword from a sheath on his belt. The fluorescent light glints offa the blade.

Naw, this ain't happening. Aw, man, please, I ain't ready for this...I just ain't ready!

I wanna see the Batman! He don't let nobody die. He's always on top of his game. So maybe he's already here. Maybe he's about to jump outta one of these corners and just beat the livin' daylights outta these guys and then - and then Sin Tzu'll tear him apart with those horrible, dead, gold claws and still come after me when he's done and rip my heart outta my chest without even blinking an'...

Please, God, how can there be somethin' scarier than the Batman?!

CHECK OUT THE WHOLE FIRST CHAPTER, AVAILABLE ON YOUR GAME DISC.

SAVE \$2.00

When you buy
**BATMAN:
MYSTERY OF
THE BATWOMAN™**
on DVD or VHS.



*Available on
DVD or Video
to purchase in stores
October 21, 2003*

MANUFACTURER'S COUPON | EXPIRES 5/31/04

Limit one coupon per purchase of specified product(s). Consumer pays sales tax. Redeem in store at authorized retailers only. **Retailer:** WARNER HOME VIDEO INC. will reimburse you face value plus 8¢ provided this coupon is redeemed by a consumer at the time of purchase on the title(s) specified. Invoices proving purchase must be shown upon request. Send coupons to: Warner Home Video Inc., CMS Dept. 08536, One Fawcett Dr., Del Rio, TX 78840. Cash value 1/100¢. **Terms:** This coupon good only on purchase of the product(s) specified. Any other use constitutes fraud. Coupon good in USA only. This coupon may not be copied or transferred. Void if prohibited, taxed or restricted by law. Valid only if redeemed by retail distributors of Warner Home Video Inc. merchandise or anyone specifically authorized by Warner Home Video Inc.

© 2003 Warner Bros. Entertainment Inc. BATMAN and all related characters and elements are trademarks of and © DC Comics.



WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

WITHIN THE 90-DAY WARRANTY PERIOD: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

AFTER THE 90-DAY WARRANTY PERIOD: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am-9pm (EST), M-F

Address: Ubi Soft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

Technical Support

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the **complete product title** or have it available if you are calling.

Contact Us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

Contact Us by Email

For fastest response via email, please visit our website at: <http://support.ubi.com/>.

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure that you have the complete product title on hand. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9am-9pm EST (French language support is available from 7am-4pm EST). While we do not charge for Technical Support, normal long distance charges apply. To avoid long distance charges, or to contact a Support Representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a Support Representative.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.